

IGameListener.h

```
graph BT; Game.h --> IGame.h; IGame.h --> IGameListener.h;
```

The diagram illustrates a vertical dependency structure. At the bottom is a white box labeled 'Game.h'. A blue arrow points upwards from 'Game.h' to a white box labeled 'IGame.h' in the middle. Another blue arrow points upwards from 'IGame.h' to a gray box labeled 'IGameListener.h' at the top. This indicates that 'Game.h' depends on 'IGame.h', and 'IGame.h' depends on 'IGameListener.h'.

IGame.h

Game.h